



# Cooperative Play

## *Game Setup:*

The Eons cooperative play rules are unique, like the game itself. The cooperative mode of Eons will allow players to choose from a variety of "Scenarios" that allows them to compete against the game while trying to meet an ending goal. Some scenarios will alter the beginning entropy total, some may require the group to count up instead of down. Some may alter the resource pool to create a resource crunch. Each scenario will specify the changes made to the basic setup of Eons in the overview with a brief explanation of any changed rules or conditions and these will form the basis for the cooperative game the group will play.

## *Eons Community Scenarios:*

An Eons community is being established at <http://www.thegamernation.org/eons> and will be a vital part of the cooperative game. Everyone who registers will be able to submit content that will be evaluated and posted as a part of regular content updates that will augment the scenarios that can be used for Eons. Gamer Nation Studios will also publish 5 new cooperative play scenarios every three months.

## *Solitaire:*

Where indicated, most of the scenarios for Eons will scale from 1-5 players with goals to match.

## *Scenario Alpha: 'Preparing for the Big Bang'*

### **OVERVIEW:**

In this scenario, the cosmic architects are trying to prepare the universe for the big bang. The entropy counter begins at 0 and moves upward at the end of each account phase by the number of players in the game (solitaire is allowed, but the counter will still increase by two each eon). The basic rules of eons are followed in this scenario, meaning that each supernova and cosmic collision that destroys a star or planet will reduce the entropy counter back toward zero.

The players are racing against the big bang to score a number of victory points before the entropy counter moves past 19. Once that happens, the big bang occurs. If they have not reached the victory point goal, the game is over and the players lose. If the entropy counter ever reaches 0, the game also ends in a losing condition for the players.

The goals are as follows:

- 1 Player - 40 VPs
- 2 Players - 70 VPs
- 3 Players - 100 VPs
- 4 Players - 125 VPs
- 5 Players - 150 VPs

SETUP CHANGES: Starting Essence per player is 20.